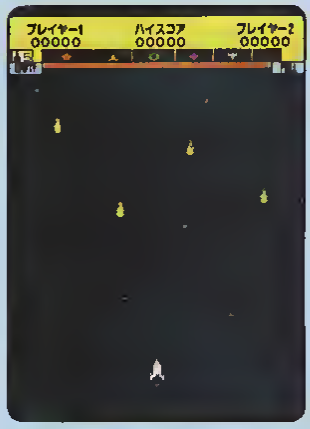
ASTRO ATTACKER

THE CONCEPT OF THIS

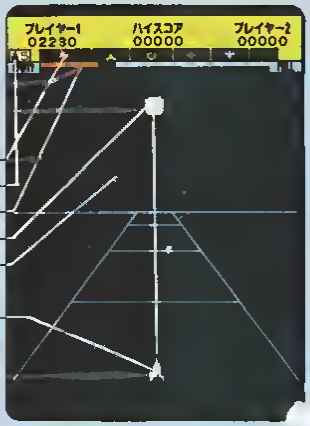
1) To Shoot, withh given fuel, various types of Enemy planes with missles being fired by your own Spacecraft, avoiding many falling M h may destroy your Spacecraft on colliding each other.
2) 4 types of E ttack you after by after unless you clear all of them. Should you them, your Spacecraft is to be lifted up (approaching more to the fleet) and the sa fleet will appear again to attack ntinues untill all 4 types of fleets (pictures) are cleared Meanwh simultaneously.
3) Succeeding A , A KING CORE (SUPPLY SHIP) appears, and by bottom of KING CORE, your fuel is to be filled up to make your S and play all over again with favourable points.
4) The g start with 3 to 6 Spacecrafts on your hand witch) to replace the destroyed ones.
5) The game is ov guage become empty.

ASTRO ATTACKER



Falling Meteorites may destroy your Spacecraft by colliding each other

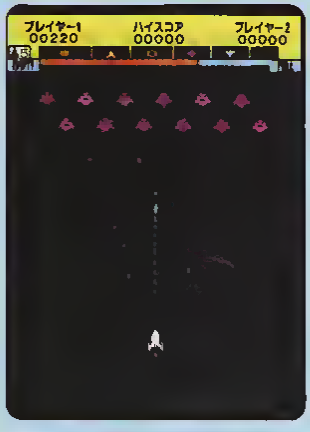
KING CORE supply you enough fuel to activate your Spacecraft again



After the Meteorites the Fleet of The First Enemy planes appears to attack your Spacecraft by missles

Now KING CORE APPEARS TO FILL UP YOUR FUEL!

Then the Third Fleet appears for the same purpose



The second Fleet start to attack you after clearing The First Fleet

This is the final Fleet to be cleared

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